Amendments to the Claims

This listing of claims will replace all prior version, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A method for interfacing with a plurality of wizards in a computer system, comprising the steps of:

(a) providing a ~~plurality of~~ links on a launch pad, wherein ~~the~~ each link is associated with ~~a~~ ~~one of the plurality of~~ wizards, wherein the launch pad comprises a first visual object ~~corresponding to a wizard of the plurality of wizards, wherein the first visual object is separate from the link associated with the corresponding wizard~~, wherein the first visual object provides information pertaining to a task performed by the ~~corresponding~~ wizard; and

(b) providing the ~~corresponding~~ wizard when the link ~~associated with the corresponding wizard~~ is selected, wherein the ~~corresponding~~ wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the ~~corresponding~~ wizard than the first visual object.

2. (canceled)

3. (currently amended) The method of claim 1, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the ~~corresponding~~ wizard.

4. (currently amended) A method for interfacing with a plurality of wizards in a

computer system, comprising the steps of:

    (a)   providing a plurality of launch pads on a display of the computer system;

    (b)   receiving a selection of one of the plurality of launch pads, wherein the selected launch pad is associated with a group of wizards;

    (c)   providing a plurality of links on the selected launch pad, wherein the each link is associated with a one of the group of wizards associated with the selected launch pad, wherein the selected launch pad comprises a first visual object corresponding to a wizard of the group of wizards associated with the selected launch pad, wherein the first visual object is separate from the link associated with the corresponding wizard, wherein the first visual object provides information pertaining to a task performed by the corresponding wizard; and

    (d)   providing the corresponding wizard when the link associated with the corresponding wizard is selected, wherein the corresponding wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the corresponding wizard than the first visual object.

    5.   (canceled)

    6.   (currently amended) The method of claim 4, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the corresponding wizard.

    7.   (currently amended) A method for interfacing with a plurality of wizards in a computer system, comprising the steps of:

(a)   providing a plurality of launch pads on a display of the computer system;

(b)   providing a menu of the plurality of launch pads on the display;

(c)   receiving a selection of one of the plurality of launch pads from the menu, wherein the selected launch pad is associated with a group of wizards;

(d)   providing a plurality of links on the selected launch pad, wherein the each link is associated with a one of the group of wizards associated with the selected launch pad, wherein the selected launch pad comprises a first visual object corresponding to a wizard of the group of wizards associated with the selected launch pad, wherein the first visual object is separate from the link associated with the corresponding wizard, wherein the first visual object provides information pertaining to a task performed by the corresponding wizard; and

(e)   providing the corresponding wizard when the link associated with the corresponding wizard is selected, wherein the corresponding wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the corresponding wizard than the first visual object.

8.   (canceled)

9.   (currently amended) The method of claim 7, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the corresponding wizard.

10.   (currently amended) A computer readable medium with program instructions for interfacing with a plurality of wizards, comprising the instructions for:

(a)   providing a ~~plurality of~~ links on a launch pad, wherein ~~the~~ each link is associated with ~~a~~ one of the plurality of wizards, wherein the launch pad comprises a first visual object ~~corresponding to a wizard of the plurality of wizards, wherein the first visual object is separate from the link associated with the corresponding wizard~~, wherein the first visual object provides information pertaining to a task performed by the corresponding wizard; and

(b)   providing the corresponding wizard when the link associated with the corresponding wizard is selected, wherein the corresponding wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to the task performed by the corresponding wizard than the first visual object.

11.   (canceled)

12.   (currently amended) The medium of claim 10, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the corresponding wizard.

13.   (currently amended) A computer readable medium with program instructions for interfacing with a plurality of wizards, comprising the instructions for:

(a)   providing a plurality of launch pads on a display of the computer system;

(b)   receiving a selection of one of the plurality of launch pads, wherein the selected launch pad is associated with a group of wizards;

(c)   providing a ~~plurality of~~ links on the selected launch pad, wherein ~~the~~ each link is associated with ~~a~~ one of the group of wizards associated with the selected launch pad, wherein

the selected launch pad comprises a first visual object ~~corresponding to a wizard of the group of~~

~~wizards associated with the selected launch pad, wherein the first visual object is separate from~~

~~the link associated with the corresponding wizard~~, wherein the first visual object provides

information pertaining to a task performed by the corresponding wizard; and

(d)   providing the corresponding wizard when the link associated with the

corresponding wizard is selected, wherein the corresponding wizard comprises a second visual

object, wherein the second visual object is associated with the first visual object, wherein the

second visual object provides more information pertaining to the task performed by the

corresponding wizard than the first visual object.

14.   (canceled)

15.   (currently amended) The medium of claim 13, wherein the first or the second

visual object is a graphical element which represents hardware and/or software elements of an

application affected by the execution of the corresponding wizard.

16.   (currently amended) A computer readable medium with program instructions for

interfacing with a plurality of wizards in a computer system, comprising the instructions for:

(a)   providing a plurality of launch pads on a display of the computer system;

(b)   providing a menu of the plurality of launch pads on the display;

(c)   receiving a selection of one of the plurality of launch pads from the menu,

wherein the selected launch pad is associated with a group of wizards;

(d)   providing a plurality of links on the selected launch pad, wherein ~~the~~ each link is

associated with a ~~one of the group of~~ wizards ~~associated with the selected launch pad~~, wherein

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the selected launch pad comprises a first visual object ~~corresponding to a wizard of the group of~~ ~~wizards associated with the selected launch pad, wherein the first visual object is separate from~~ ~~the link associated with the corresponding wizard~~, wherein the first visual object provides information pertaining to a task performed by the corresponding wizard; and

(e)   providing the corresponding wizard when the link associated with the corresponding wizard is selected, wherein the corresponding wizard comprises a second visual object, wherein the second visual object is associated with the first visual object, wherein the second visual object provides more information pertaining to a task performed by the corresponding wizard than the first visual object.

17.   (canceled)

18.   (currently amended) The medium of claim 16, wherein the first or the second visual object is a graphical element which represents hardware and/or software elements of an application affected by the execution of the corresponding wizard.